

## CLAIM AMENDMENTS

Claims 1-23 (canceled).

Claim 24 (new): A learn-and-play programming method for controlling a mechanical movement of an output shaft of a motorized toy or domestic appliance via a controller, comprising the steps of:

(a) setting said controller at a learn mode to learn said mechanical movement of said output shaft at a learn mode by the steps of:

(a.1) setting said output shaft at an initial position;

(a.2) manually moving said output shaft from said initial position until said output shaft is moved to a final position; and

(a.3) memorizing said mechanical movement of said output shaft from said initial position to said final position; and

(b) setting said controller to reproduce said mechanical movement of said output shaft at a play mode by the steps of:

(b.1) setting said output shaft back to said initial position; and

(b.2) automatically moving said output shaft from said initial position to said final position.

Claim 25 (new): The learn-and-play programming method, as recited in claim 24, wherein said mechanical movement of said output shaft is a rotational movement of said output shaft.

Claim 26 (new): The learn-and-play programming method, as recited in claim 24, wherein the step (a.3) further comprises a step of memorizing an angular movement of said output shaft as said mechanical movement thereof from said initial position to said final position.

Claim 27 (new): The learn-and-play programming method, as recited in claim 25, wherein the step (a.3) further comprises a step of memorizing an angular movement

of said output shaft as said mechanical movement thereof from said initial position to said final position.

Claim 28 (new): The learn-and-play programming method, as recited in claim 24, wherein the step (a) further comprises a step of converting said mechanical movement of said output shaft in an analog form into a digital form to be memorized.

Claim 29 (new): The learn-and-play programming method, as recited in claim 27, wherein the step (a) further comprises a step of converting said mechanical movement of said output shaft in an analog form into a digital form to be memorized.

Claim 30 (new): The learn-and-play programming method, as recited in claim 24, further comprising a step of resetting said controller at said learn mode to overwrite said mechanical movement of said output shaft being memorized.

Claim 31 (new): The learn-and-play programming method, as recited in claim 27, further comprising a step of resetting said controller at said learn mode to overwrite said mechanical movement of said output shaft being memorized.

Claim 32 (new): The learn-and-play programming method, as recited in claim 29, further comprising a step of resetting said controller at said learn mode to overwrite said mechanical movement of said output shaft being memorized.

Claim 33 (new): The learn-and-play programming method, as recited in claim 24, further comprising a step of repeatedly reproducing said mechanical movement of said output shaft to automatically move said output shaft from said initial position to said final position in responsive to said mechanical movement of said output learned by said controller at said learn mode.

Claim 34 (new): The learn-and-play programming method, as recited in claim 27, further comprising a step of repeatedly reproducing said mechanical movement of said output shaft to automatically move said output shaft from said initial position to said final position in responsive to said mechanical movement of said output learned by said controller at said learn mode.

Claim 35 (new): The learn-and-play programming method, as recited in claim 32, further comprising a step of repeatedly reproducing said mechanical movement of

said output shaft to automatically move said output shaft from said initial position to said final position in responsive to said mechanical movement of said output learned by said controller at said learn mode.

Claim 36 (new): A learn-and-play control system for controlling a motorized toy or a domestic appliance, comprising:

a motor assembly comprising an output shaft for providing a mechanical movement thereof; and

an operation system, which comprises:

means for memorizing said mechanical movement of said output shaft; and

a controller which is communicatively connected with said memorizing means and is arranged to be operated between a learn mode and a play mode, wherein at said learn mode, said memorizing means is activated for memorizing said mechanical movement of said output shaft that said output shaft is manually moved from an initial position to a final position, and at said play mode, said output shaft back is moved back to said initial position while said operation system is activated for automatically driving said output shaft to reproduce said mechanical movement thereof from said initial position to said final position.

Claim 37 (new): The learn-and-play control system, as recited in claim 36, wherein said memorizing means comprises a storage media storing an angular movement of said output shaft as said mechanical movement thereof from said initial position to said final position.

Claim 38 (new): The learn-and-play control system, as recited in claim 36 wherein said motor assembly, which is a servomotor assembly, comprises a DC motor driving said output shaft to rotate and a rotary sensor detecting an angular position of said output shaft so as to measure said output shaft between said initial position and said final position.

Claim 39 (new): The learn-and-play control system, as recited in claim 37 wherein said motor assembly, which is a servomotor assembly, comprises a DC motor driving said output shaft to rotate and a rotary sensor detecting an angular position of

said output shaft so as to measure said output shaft between said initial position and said final position.

Claim 40 (new): The learn-and-play control system, as recited in claim 36, wherein said operation system further comprises a signal converter converting said mechanical movement of said output shaft in an analog form into a digital form to be memorized in said memorizing means.

Claim 41 (new): The learn-and-play control system, as recited in claim 39, wherein said operation system further comprises a signal converter converting said mechanical movement of said output shaft in an analog form into a digital form to be memorized in said memorizing means.

Claim 42 (new): The learn-and-play control system, as recited in claim 37, wherein said mechanical movement of said output shaft is stored in said memorizing means until to repeatedly reproduce said mechanical movement of said output shaft until said controller is reset at said learn mode to overwrite said mechanical movement of said output shaft being memorized in said memorizing means.

Claim 43 (new): The learn-and-play control system, as recited in claim 41, wherein said mechanical movement of said output shaft is stored in said memorizing means until to repeatedly reproduce said mechanical movement of said output shaft until said controller is reset at said learn mode to overwrite said mechanical movement of said output shaft being memorized in said memorizing means.